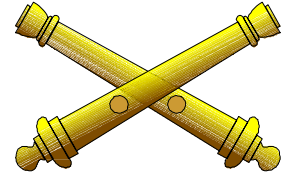
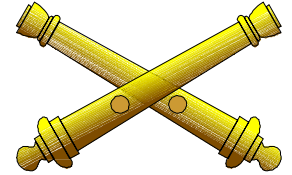


GUNNERY DEPARTMENT



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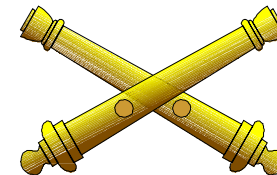
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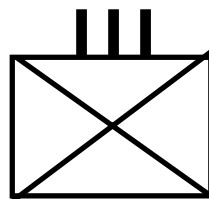
NAMING GEOMETRY

- **AC** **AIRSPACE COORDINATION AREA (ACA)**
- **CL** **COORDINATED FIRE LINE (CFL)**
- **FF** **FREE FIRE AREA**
- **FL** **FORWARD LINE OF TROOPS (FLOT)**
- **FS** **FIRE SUPPORT COORDINATION LINE (FSCL)**
- **NF** **NO FIRE AREA (NFA)**
- **RF** **RESTRICTED FIRE AREA (RFA)**
- **RL** **RESTRICTED FIRE LINE (RFL)**
- **ZO** **ZONE OF RESPONSIBILITY**

GUNNERY DEPARTMENT

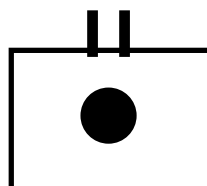
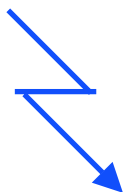
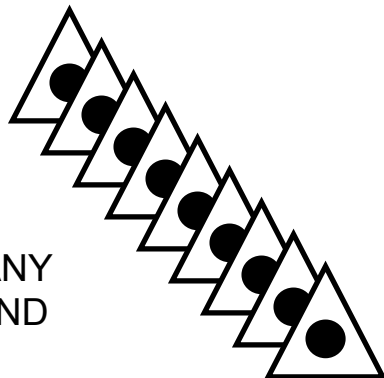


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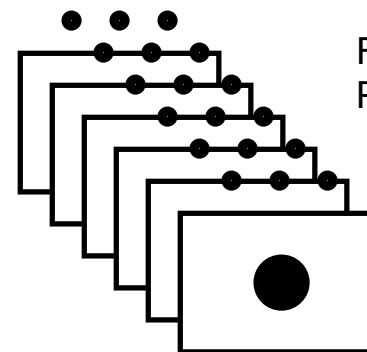


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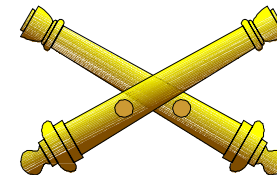


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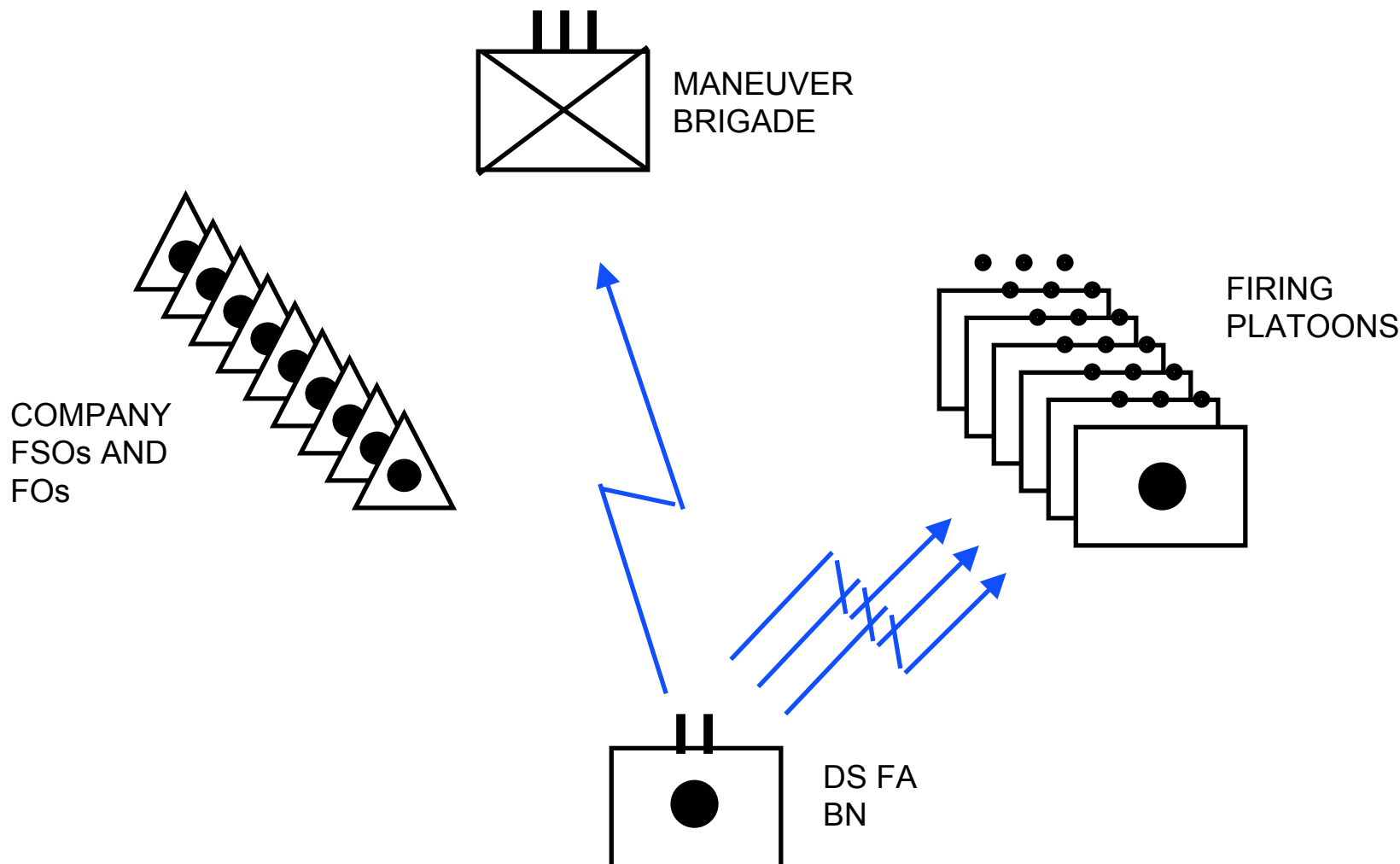


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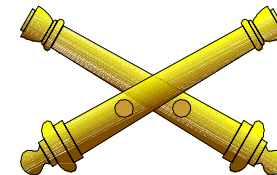
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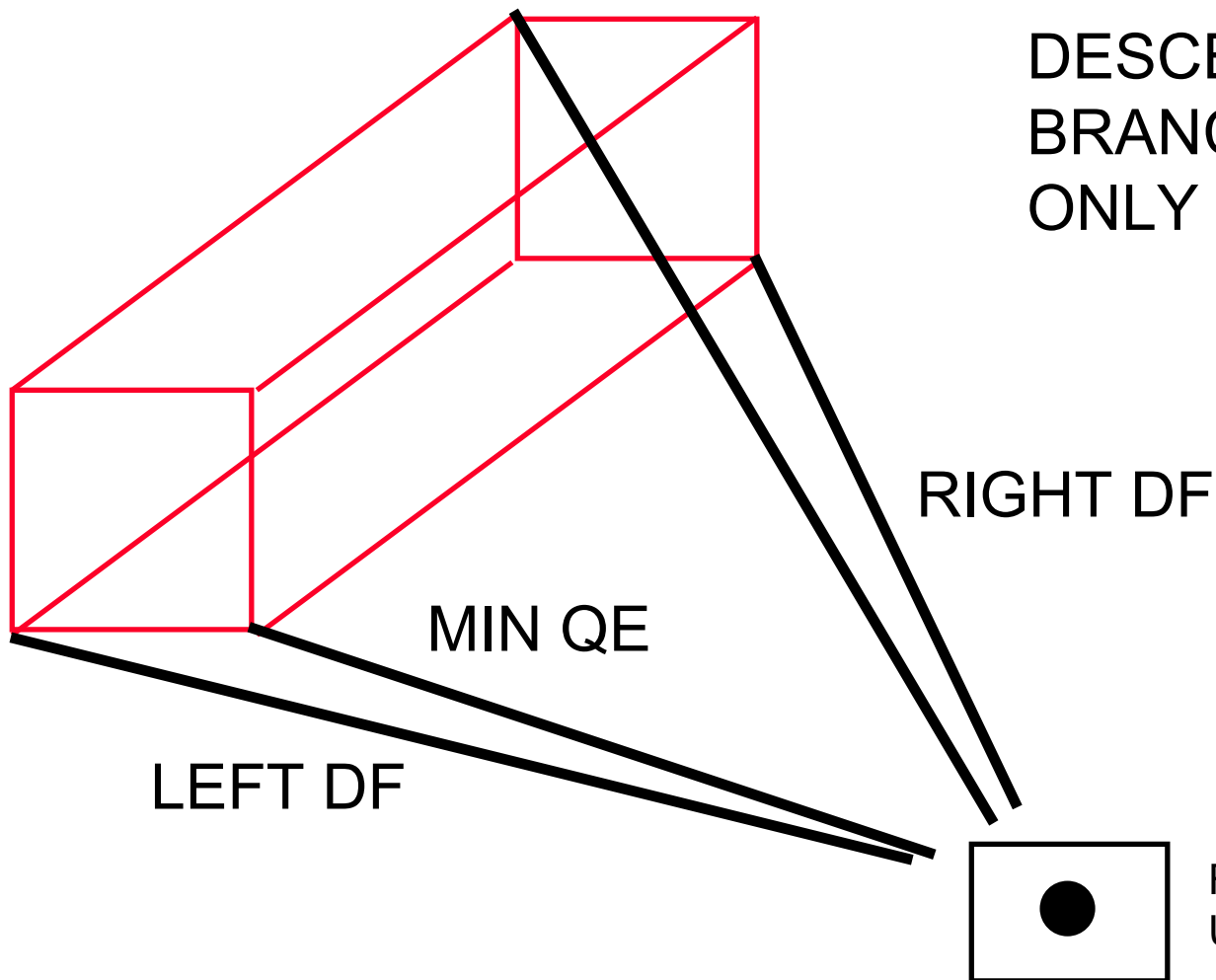
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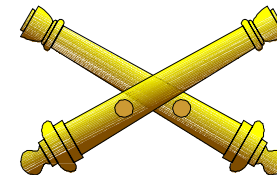
ACA

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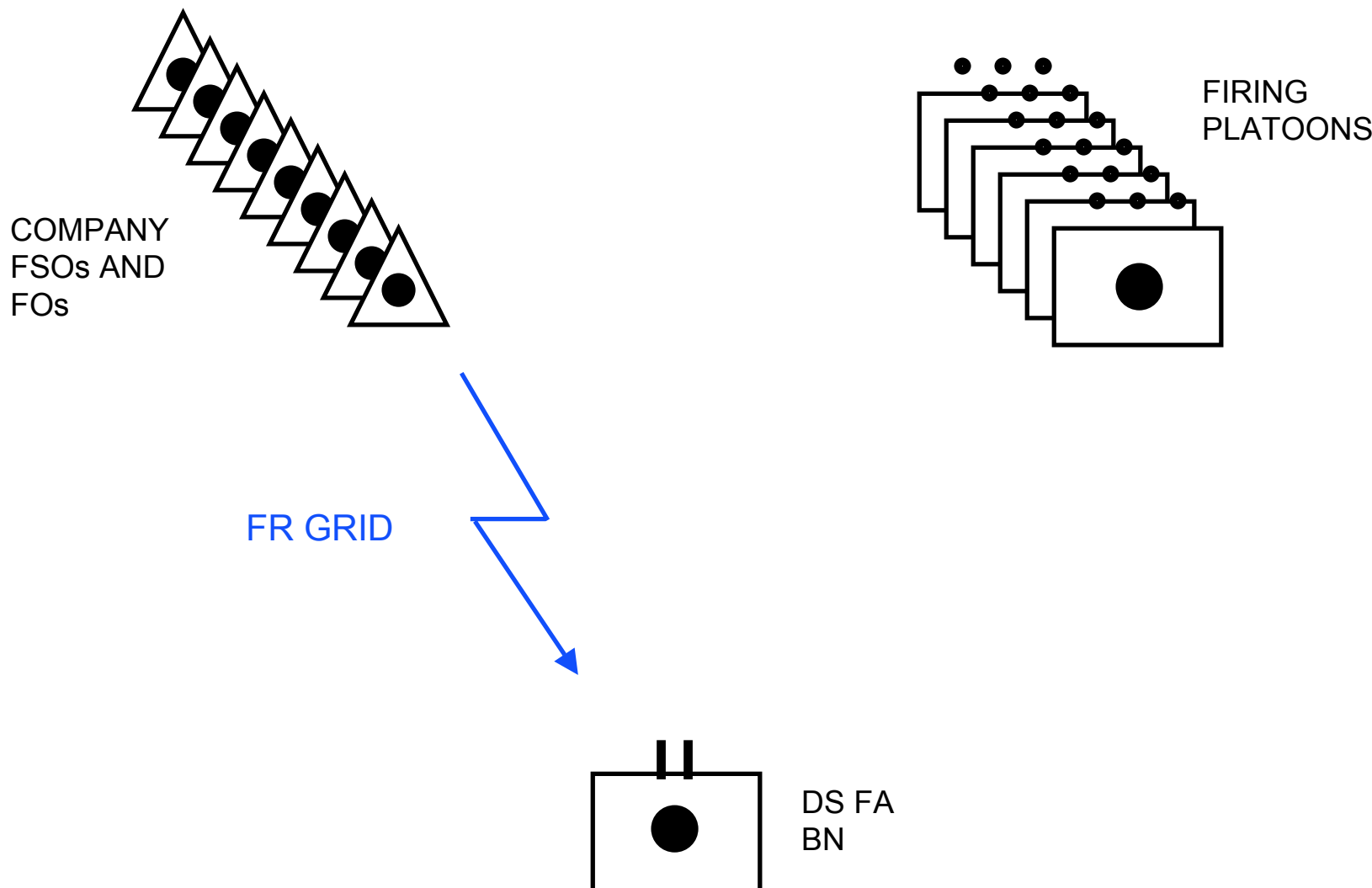
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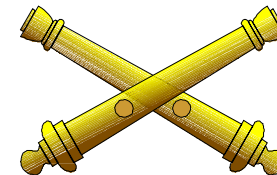
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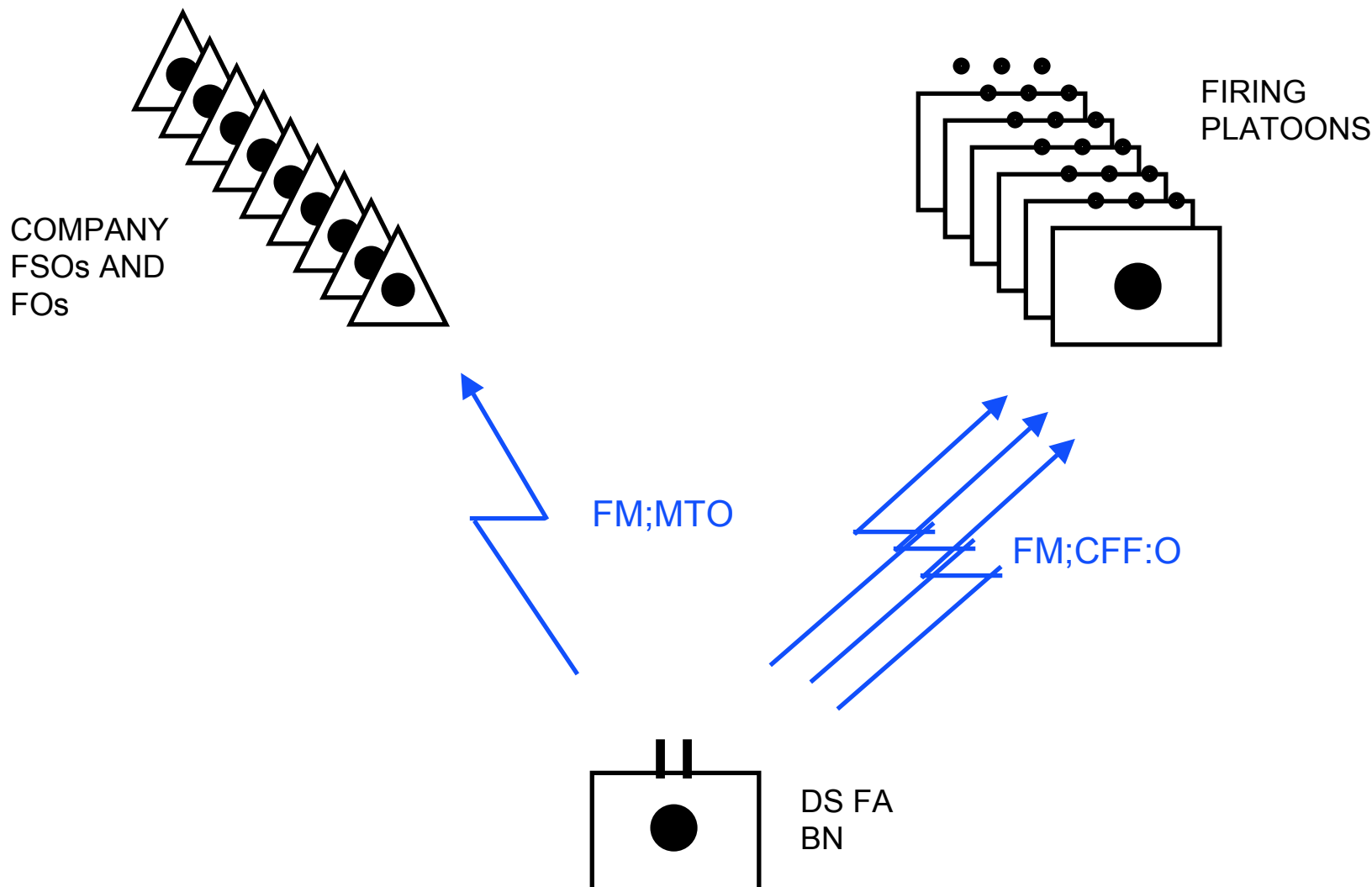
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GUNNERY DEPARTMENT

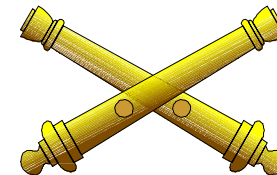


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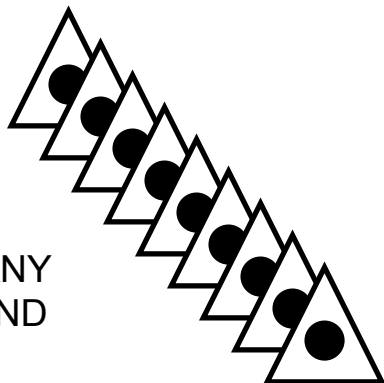
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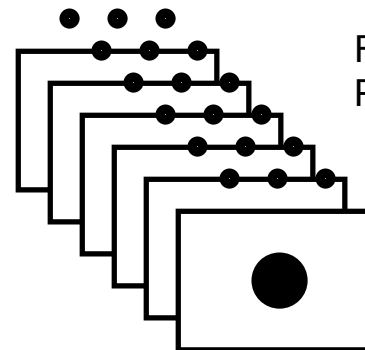


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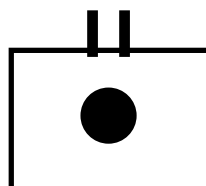
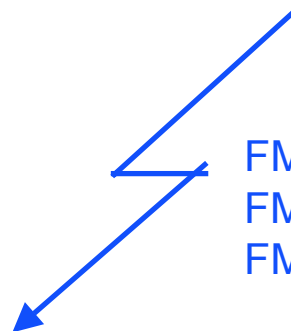
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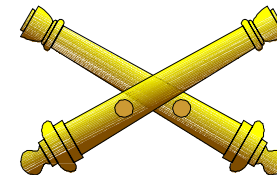
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FM;FOCMD:SPLASH
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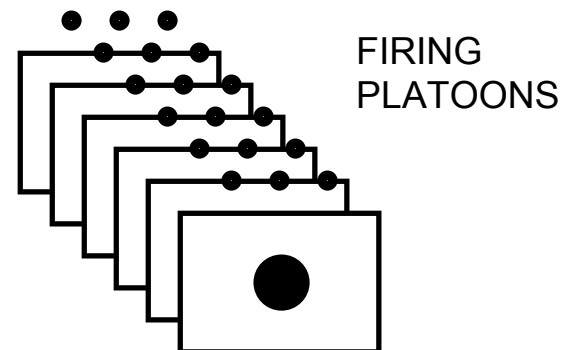
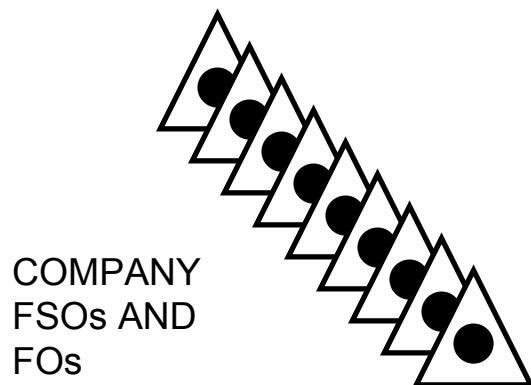
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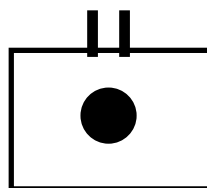
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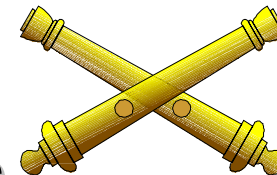


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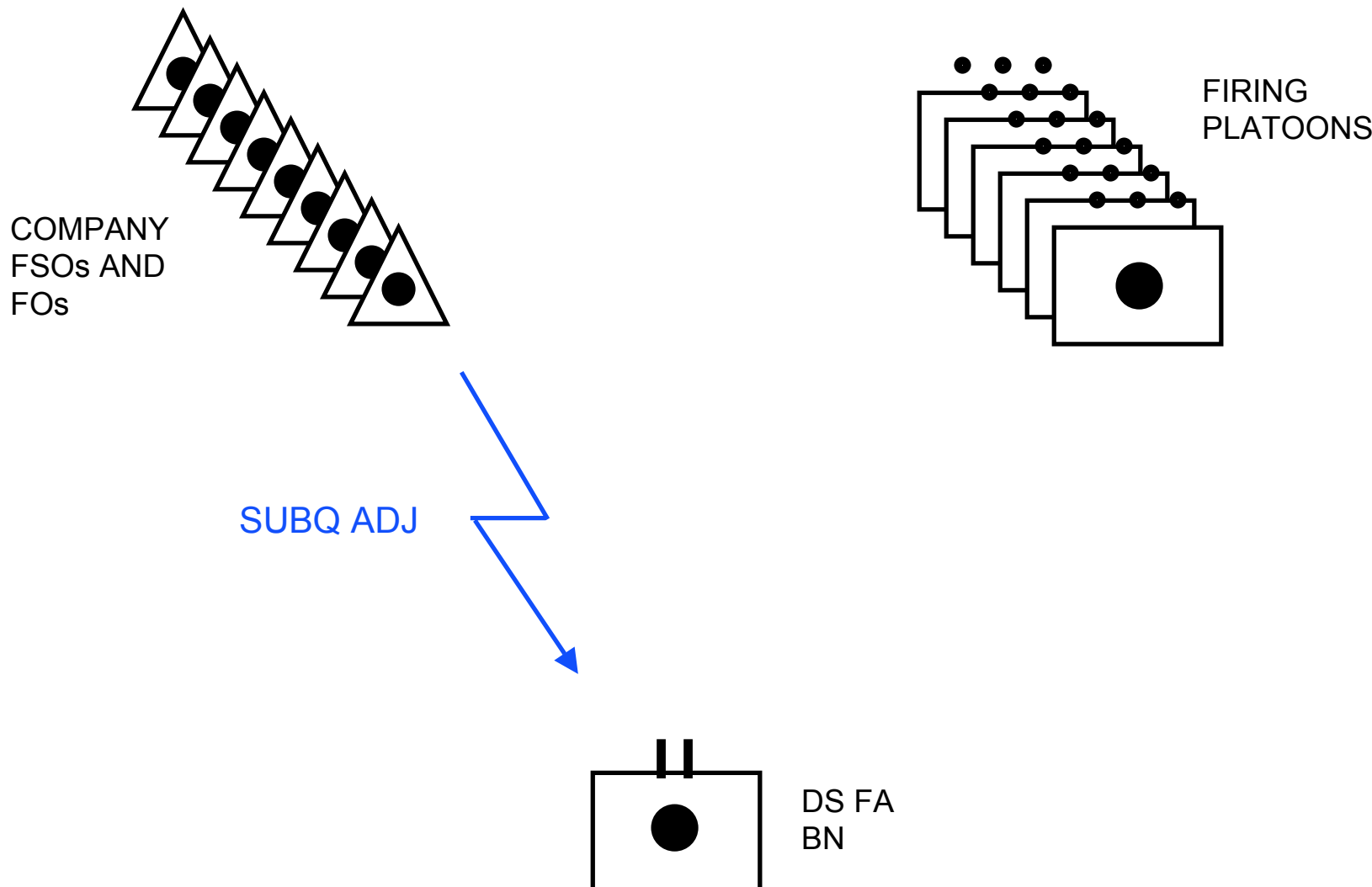


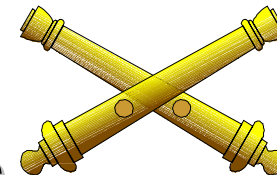
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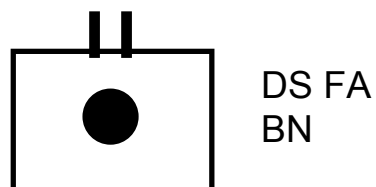
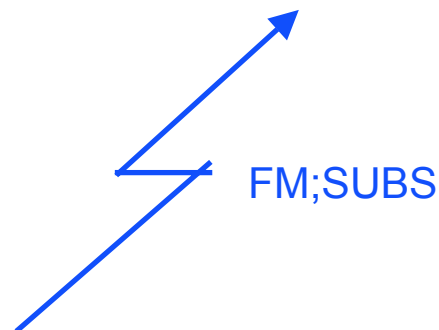
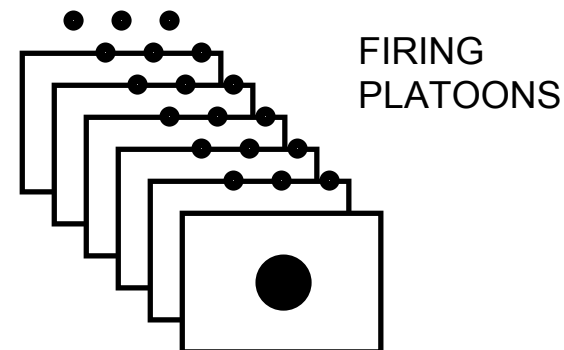
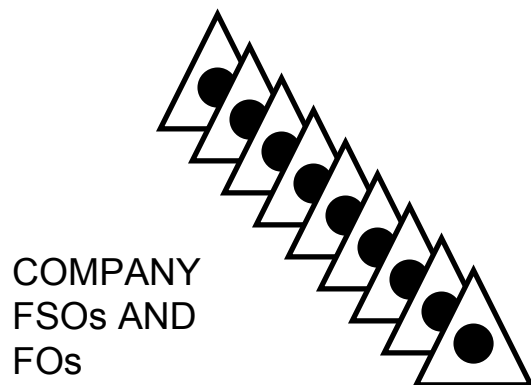


SUBSEQUENT ADJUSTMENTS

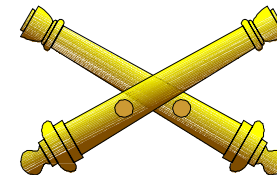




SUBSEQUENT ADJUSTMENTS



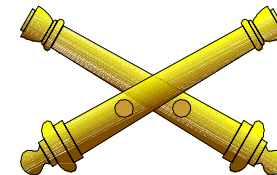
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ASF: / ;SH: / ;FZ: / ;RDS:]
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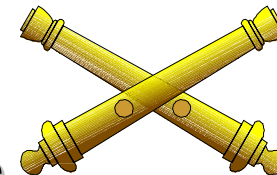
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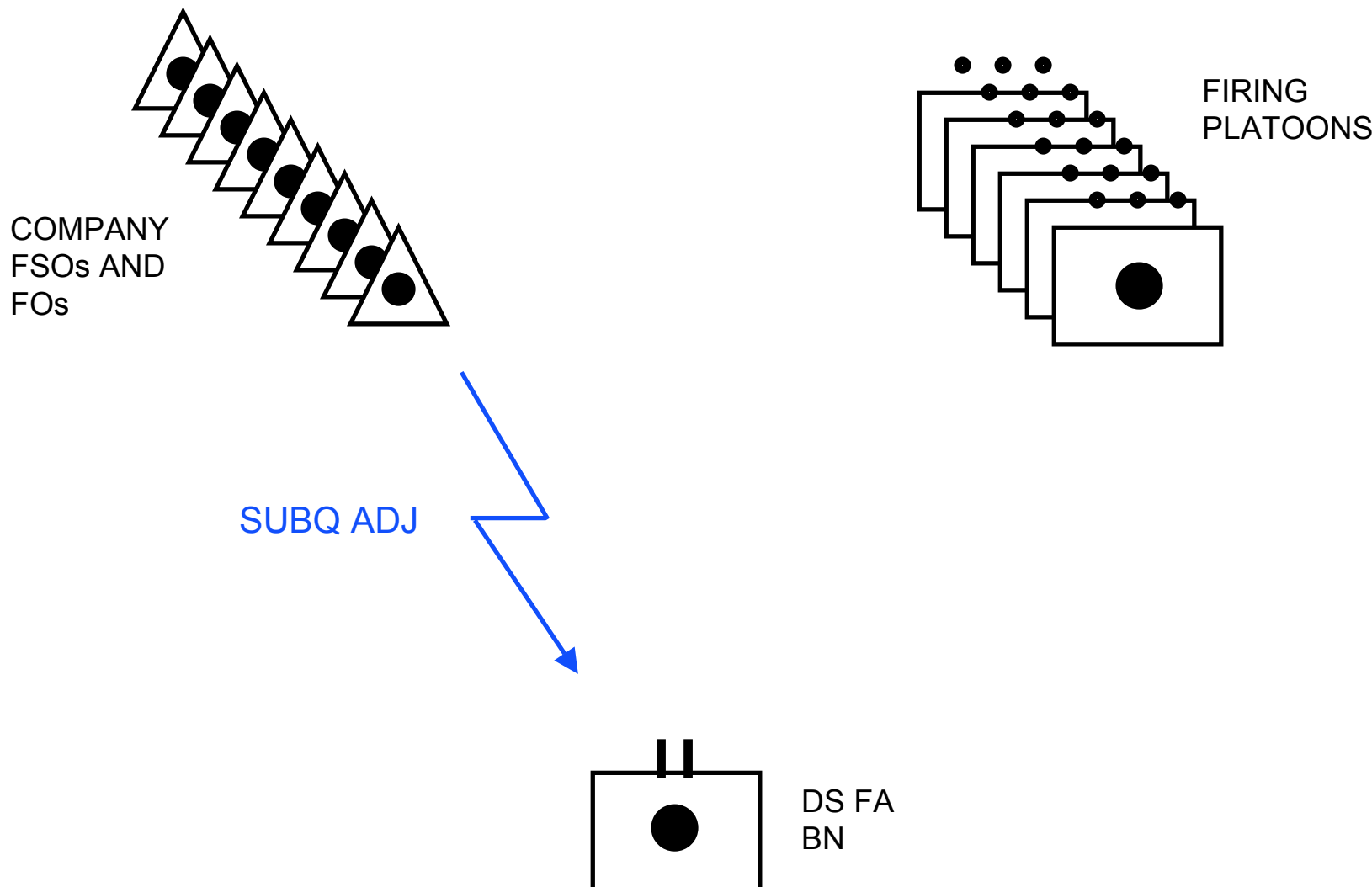


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LOT:A/G;CHG:5;LOTS:F/G/ / ;CHGS:5/ ;FIRINT: ;CMD: ;SHEAF:
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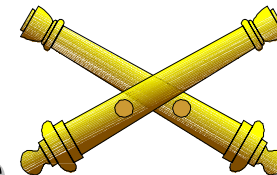
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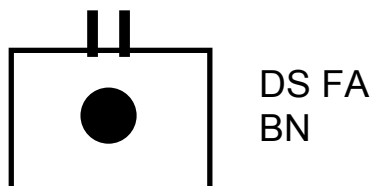
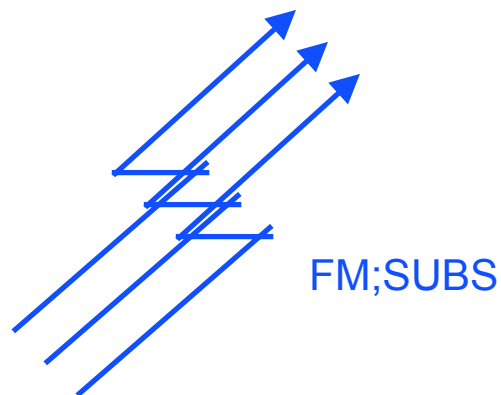
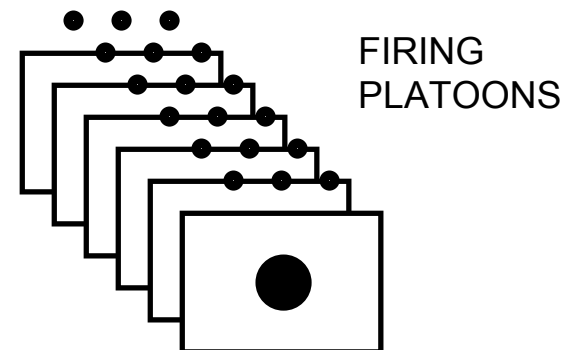
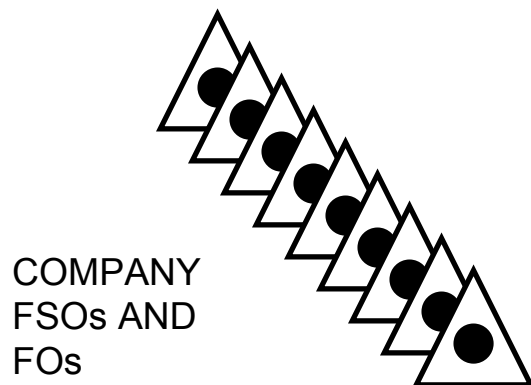
SUBSEQUENT ADJUSTMENTS



GUNNERY DEPARTMENT

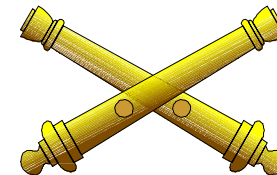


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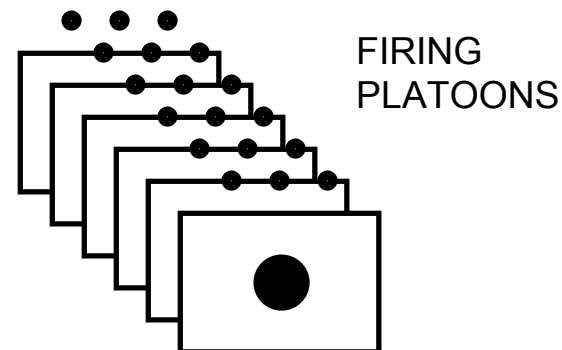
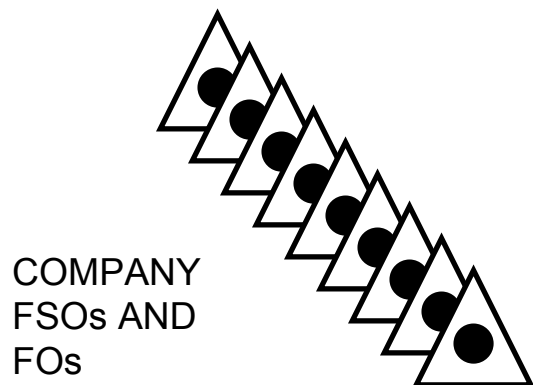


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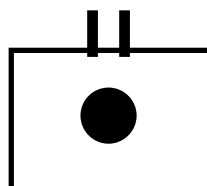
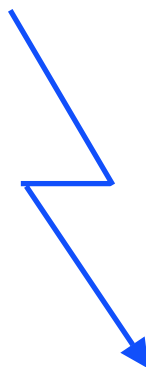
GUNNERY DEPARTMENT



END OF MISSION REPORTING



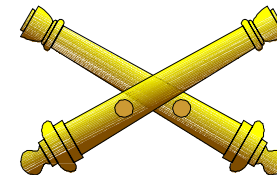
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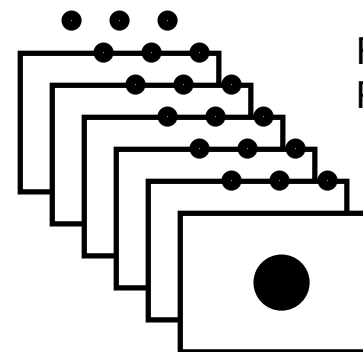
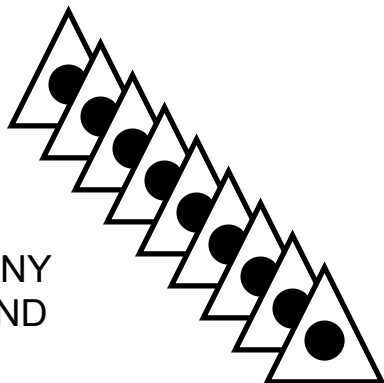
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GUNNERY DEPARTMENT

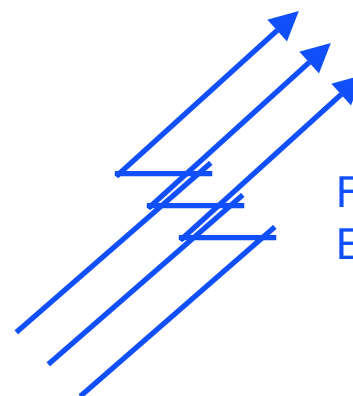


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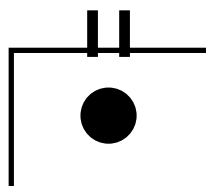
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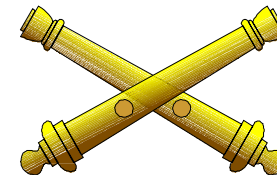
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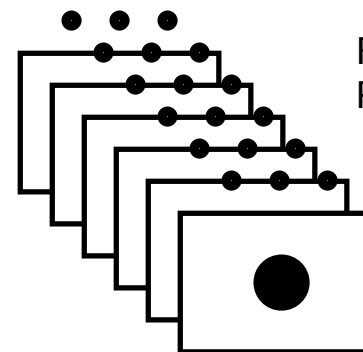
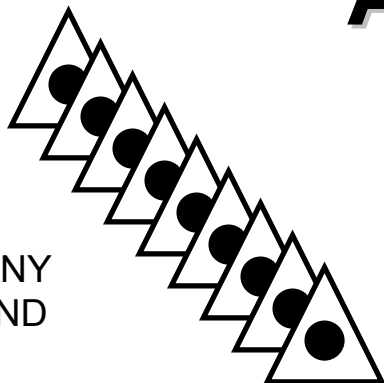
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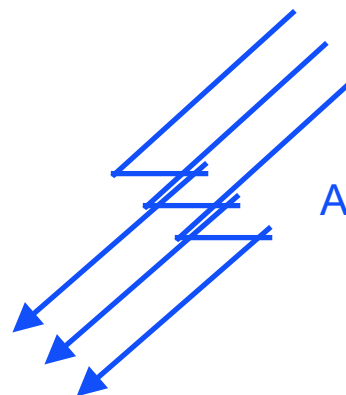


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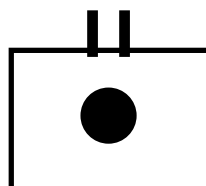
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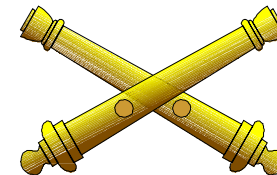


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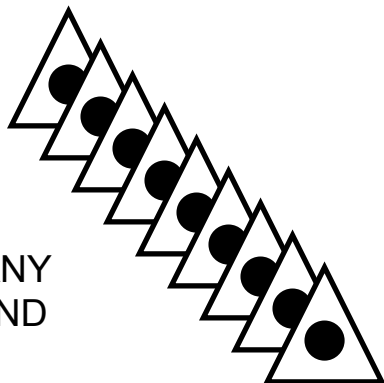
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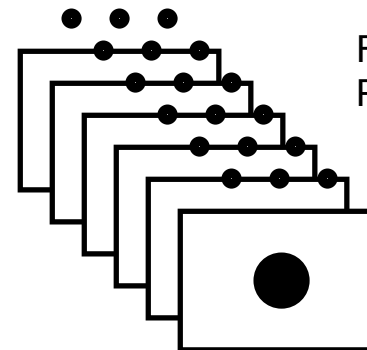


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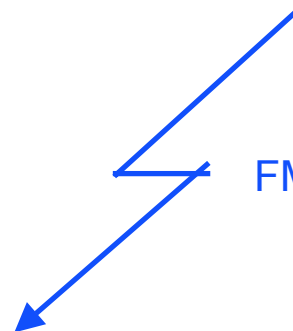
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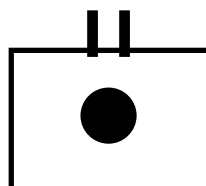
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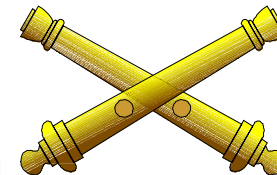
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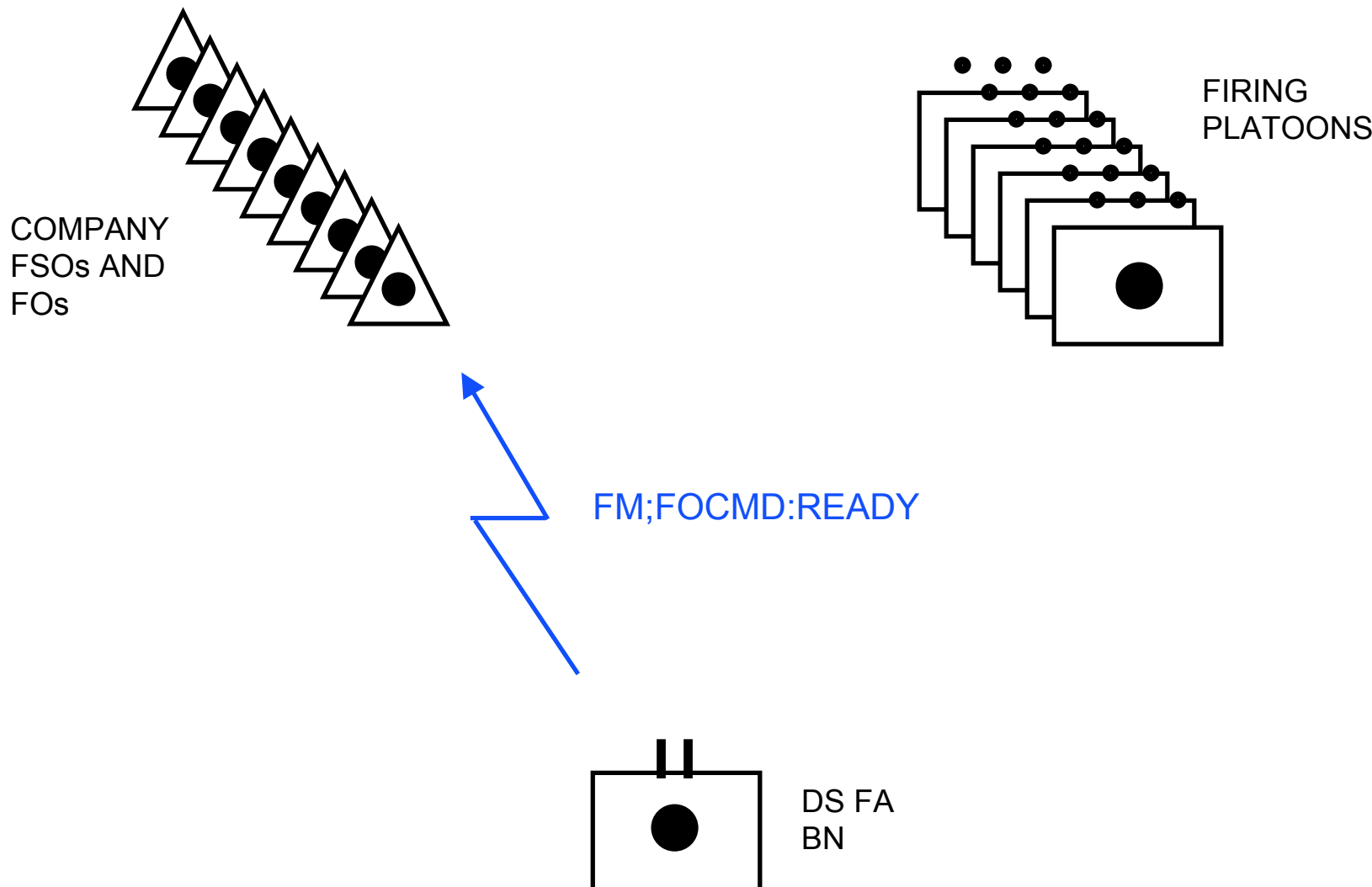
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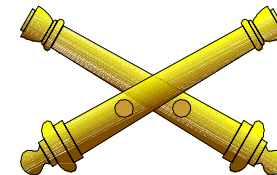


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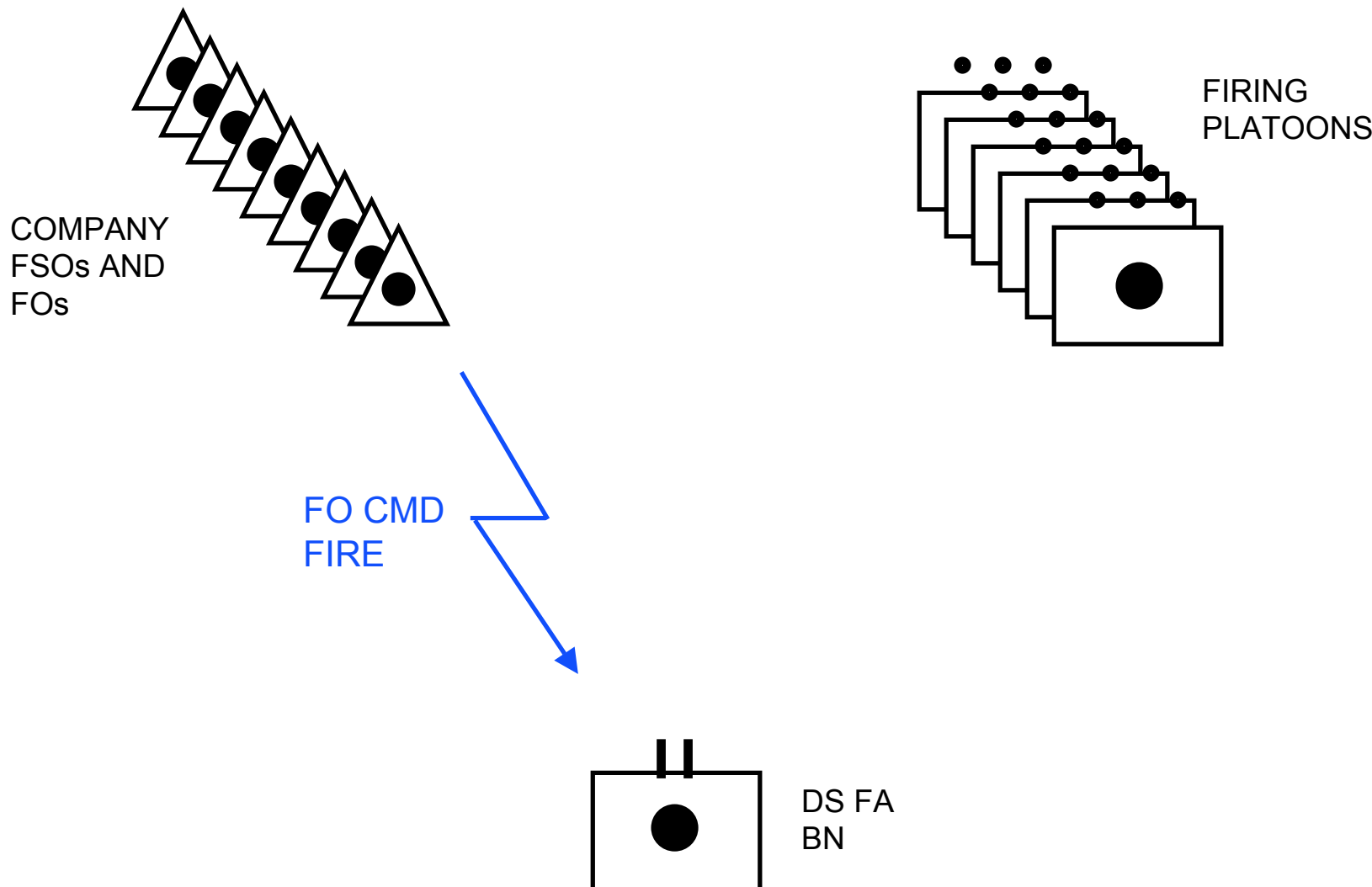


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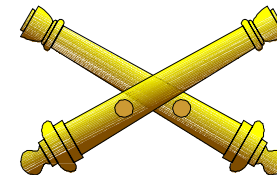




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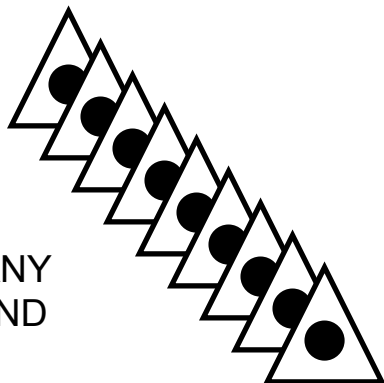


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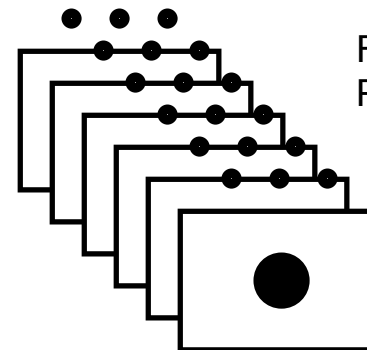


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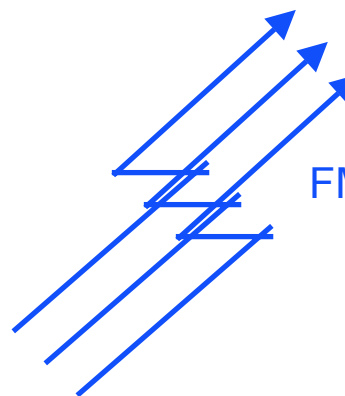
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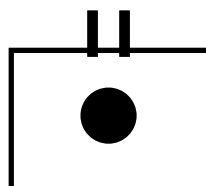
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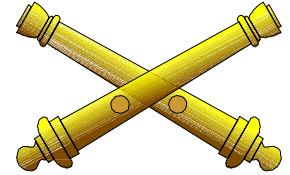
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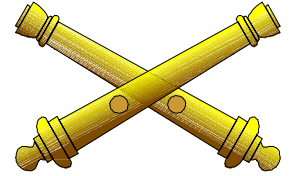
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DISPLACING

- **TRANSMIT AFU;UPDATE WITH AN ENTRY IN THE OUTTIL FIELD**
- **DELETE ALL PIECE LOCATIONS. YOU MAY ENTER POSSIBLE HIPSHOOT LOCATIONS AS GUN LOCATIONS IN THE DATABASE FOR DETERMINING PLT/BTRY DATA FOR EMERGENCY FIRE MISSIONS**
- **SAVE YOUR DATABASE BY RECORDING IN THE DATABASE/FLEXIBLE DISK ACCESS FIELD IN THE SYSTEM SETUP FORMAT**
- **DO NOT RECORD WHILE YOUR LCU IS MOVING**

GUNNERY DEPARTMENT



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